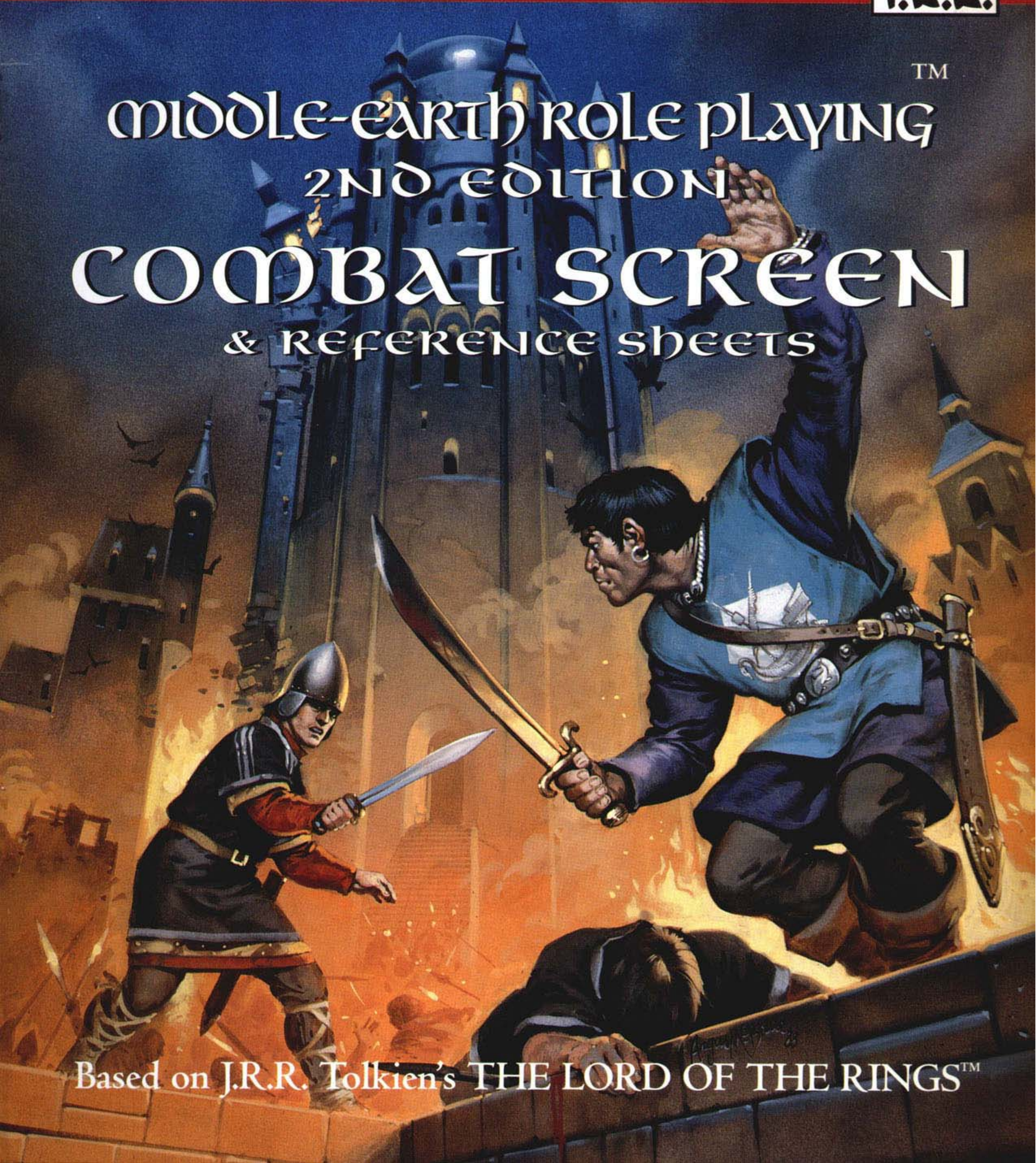
#2004

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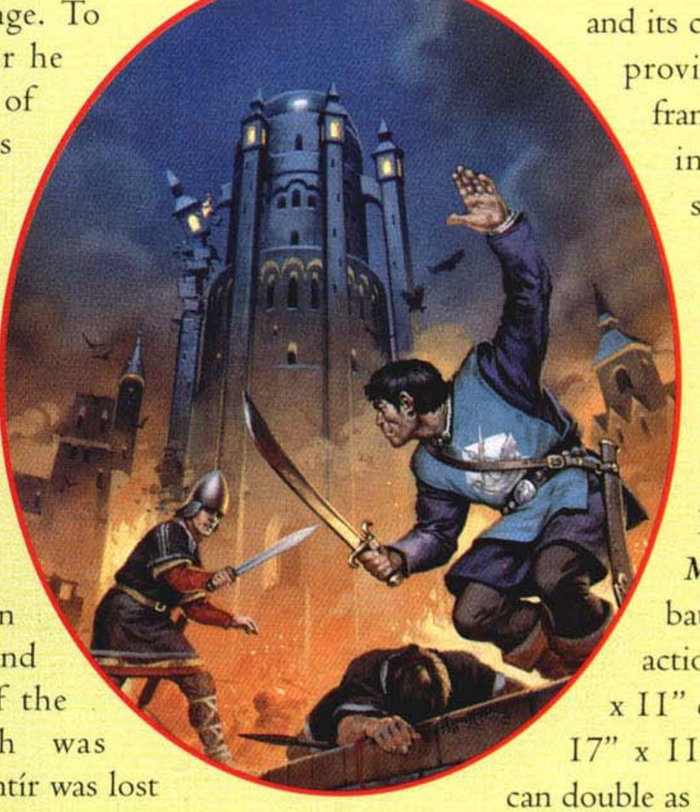
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Middle-earth Combat Screen™
& Reference Sheets

"Therefore when Eldacar succeeded his father there was war in Gondor. But Eldacar did not prove easy to thrust from his heritage. To the lineage of Gondor he added the fearless spirit of the Northmen. He was handsome and valiant, and showed no sign of ageing more swiftly than his father...

At last he was besieged in Osgiliath, and held it long, until hunger and the greater forces of the rebels drove him out, leaving the city in flames. In that siege and burning the Tower of the Stone of Osgiliath was destroyed, and the palantír was lost in the waters."

—*The Return of the King*



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A Play Accessory for

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ST-11 ACTION TABLE

ACTION	ADDITIONAL INFORMATION & OPTIONS
Prepare a Spell	May take 10' movement later.
Cast a Spell.	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement **or** later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case OB is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.

CANCEL ACTION ... Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round:

1) Melee with half normal Offensive Bonus.
2) Move half of his normal movement.
3) Make a maneuver modified by -30.

OPPORTUNITY ACTION... Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the oppourtunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.

Note: *If a Gamemaster is using facing for the characters, a change of facing may accompany movement, even if the movement is made in addition to another action.*

MT-1 — MOVING MANEUVER TABLE

RESULTS:

F — Failure, roll on Moving Maneuver Failure Table FT-4.

— Depending upon the situation (GM decision) a number result is:

1) The percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished **and** the character performing the maneuver may increase the distance covered by the maneuver by (# - 100) %, **or**
2) The chance of complete success, **or**
3) Reduces activity by: 100 - # next round.

MODIFICATIONS:

+ Moving & Maneuver bonus; + any other appropriate skill/ability bonus;
-50 if stunned; -70 if down; -30 if one limb out.

Open-ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
(-151) down	F	F	F	F	F	F	F	F	F
(-150) – (-101)	10	F	F	F	F	F	F	F	F
(-100) – (-51)	30	10	F	F	F	F	F	F	F
(-50) – (-26)	50	30	10	F	F	F	F	F	F
(-25) – 0	70	50	30	5	F	F	F	F	F
01 – 20	80	60	50	10	5	F	F	F	F
21 – 40	90	70	60	20	10	5	F	F	F
41 – 55	100	80	70	30	20	10	5	F	F
56 – 65	100	90	80	40	30	20	10	F	F
66 – 75	100	100	90	50	40	30	20	5	F
76 – 85	100	100	100	60	50	40	30	10	F
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	110	110	100	100	70	60
156 – 165	140	130	130	120	110	110	100	80	70
166 – 185	140	140	130	120	120	110	110	90	80
186 – 225	150	140	140	130	120	120	110	100	90
226 – 275	150	150	140	130	130	120	120	100	100
276+	160	150	150	140	130	130	120	110	100

AT-1 — 1-HANDED SLASHING WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
09-45	0	0	0	0	0
46-50	1	0	0	0	0
51-55	1	1	0	0	0
56-60	2	1	0	0	0
61-65	2	2	0	0	0
66-70	3	3	2	3	0
71-75	3	4	3	5	0
76-80	4	5	5	7A	7
81-85	5	6	6	9A	9A
86-90	5	7	7A	10B	10A
91-95	6	8	9A	12B	11B
96-100	6	9	10B	13B	13C
101-105	7	10A	11B	14C	15C
106-110	8	11A	12B	15C	17D
111-115	8A	12B	13C	17C	19D
116-120	9A	13B	15C	18D	20D
121-125	9A	13C	16C	19D	21E
126-130	10B	14C	17D	20D	23E
131-135	11B	15C	18D	22D	25E
136-140	11C	16D	20D	23E	27E
141-145	12D	17D	21E	24E	28E
146-150	12E	18E	22E	25E	30E

AT-3 — 2-HANDED WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
09-55	0	0	0	0	0
56-60	2	0	0	0	0
61-65	3	0	0	0	0
66-70	4	3	0	6	0
71-75	5	5	2	8A	0
76-80	6	7	4A	10A	0
81-85	7	9	7A	13B	10A
86-90	8	11	9B	15B	13B
91-95	9	12A	12B	17C	16C
96-100	11	14A	14C	20C	19D
101-105	12A	16B	17C	22C	22D
106-110	13A	18B	19C	24C	25D
111-115	14B	20C	22C	27D	28E
116-120	15B	22C	24D	29D	31E
121-125	16C	24C	27D	31D	33E
126-130	17C	26D	29D	33E	36E
131-135	19D	28D	32E	36E	39E
136-140	20D	29E	34E	38E	42E
141-145	21E	31E	37E	40E	45E
146-150	22E	33E	40E	43E	48E

Critical: A .... Critical roll is modified by -20
B .... Critical roll is modified by -10
C .... Critical roll is modified by 0
D .... Critical roll is modified by +10
E .... Critical roll is modified by +20

The type of critical is determined by the specific weapon attack being used (see Table CST-1).

AT-2 — 1-HANDED CONCUSSION WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
09-30	0	0	0	0	0
36-40	1	0	0	0	0
41-45	1	1	0	0	0
46-50	2	2	0	0	0
51-55	3	3	0	0	0
56-60	3	4	0	0	0
61-65	4	5	0	0	0
66-70	5	6	2	3	0
71-75	5	7	3	5	0
76-80	6	8	4	6	0
81-85	7	9	6	7A	6
86-90	8	10	7A	8A	8
91-95	8	11	8A	9A	9A
96-100	9	12A	9B	10B	10B
101-105	10	13A	10B	11B	12C
106-110	10A	14B	11B	12B	13C
111-115	11A	15B	12C	13C	14D
116-120	12B	16C	13C	14C	15D
121-125	13B	17C	15C	15C	17D
126-130	13C	18C	16C	16D	18E
131-135	14C	19D	17D	17D	19E
136-140	15D	20D	18D	18E	21E
141-145	16D	21E	19E	19E	22E
146-150	16E	22E	20E	20E	23E

AT-4 — MISSILE WEAPONS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
09-70	0	0	0	0	0
71-75	1	0	0	0	0
76-80	2	2	0	4	0
81-85	3	4	3	6	0
86-90	4	6	5	8A	0
91-95	5	7	7A	10A	8A
96-100	6	8A	9A	12B	10B
101-105	7	10A	10B	13B	11C
106-110	8A	13B	12B	14B	13C
111-115	9A	14B	13B	16C	15C
116-120	10A	16B	15C	17C	16D
121-125	11B	17C	17C	19D	18D
126-130	11B	19C	19D	20D	20D
131-135	12C	20D	21D	22D	22E
136-140	13C	22D	23D	23E	23E
141-145	14D	23E	25E	25E	25E
146-150	15E	25E	26E	26E	27E

Modifications: Attacker's OB – Defender's DB

+15 ..... Flank attack. *
+20 ..... Rear attack (in addition to the flank bonus). *
+20 ..... Defender surprised. *
+20 ..... Defender stunned or down. *
-30 ..... If attacker drawing or changing weapons.
-20 ..... If attacker has taken over half of his hits.
-10 ..... For each increment of 10' (over 10') that the attacker has moved.
-variable — The defender may use part of his OB to parry.

* – *Not applicable to missile or thrown weapons.*

CST-2 — ANIMAL STATISTICS TABLE

Attack Type	(Abbreviation)	Primary Attack Table	Primary Critical	Secondary Critical
Pincer/Beak	(Pi)	Tooth and Claw	Slash	Crush *
Bite	(Bi)	Tooth and Claw	Puncture	Slash(C)
Claw/Talon	(Cl)	Tooth and Claw	Slash	Puncture(B) *
Horn/Tusk/Stinger	(Ho) or (St)	Tooth and Claw	Puncture	Crush(C) *
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling and Unbalancing	Grapple	Unbalance(C)
Ram/Butt/Bash/Slug	(Ra) or (Ba)	Grappling and Unbalancing	Unbalance	Crush(C) *
Tiny animals	(Ti)	Tooth and Claw	Slash(T)	—
Stomp/Trample	(Ts)	Tooth and Claw	Crush	Crush *
Fall/Crush †	(Fa) or (Cr)	Tooth and Claw	Crush	Crush *
Fist/Kick ‡	(Fi)	Tooth and Claw	Unbalance(A)	—
Wrestling/Tackles ‡	(Wr)	Grappling and Unbalancing	Grapple(A)	—

Primary Critical: The type of critical delivered by the attack. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'A' is obtained, then a second critical of this type is delivered in addition to the primary critical. This 2ndary critical is one step less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'D' 2ndary critical, a 'C' delivers an 'B', etc.). Roll each critical separately. A letter in parentheses indicates the maximum critical that can be obtained (if none, it is a 'D').

* – For these attacks, only "large" and "huge" attacks get the secondary critical listed above.

† – If a character falls, this attack is rolled with the number of feet fallen added to the attack roll and the character's Agility stat bonus subtracted. The size of the attack is based upon the distance fallen: 1'-10' (Small), 11'-50' (Medium), 51'-100' (Large), over 100' (Huge).

‡ – These attack types are for humanoid hand-to-hand attacks. The attacker's OB is his Strength bonus plus his Agility bonus.

AT-5 — TOOTH & CLAW ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
03-45	0	0	0	0	0
46-50	0	0	0	0	1
51-55	0	0	0	0	2
56-60	1	0	0	1	4
61-65	1	1	1	2	5T
66-70	2	2	2	4	6T
71-75	3	3	3	5	8T
76-80	4	4	5	7T	9A
81-85	5	5	7T	9T	10A
—Maximum Results for Tiny Attacks—					
86-90	6	6T	8T	10A	12A
91-95	6T	7T	9A	11A	13B
96-100	7T	8A	10A	12A	14B
101-105	7A	9A	11A	13B	15B
—Maximum Results for Small Attacks—					
106-110	8A	10A	12B	15B	17C
111-115	9A	11B	13B	16C	19C
116-120	10B	11B	14C	17C	20D
—Maximum Results for Medium Attacks—					
121-125	14B	15B	18C	20C	26D
126-130	16B	18C	20C	23D	28E
131-135	18C	20C	22D	25D	30E
—Maximum Results for Large Attacks—					
136-140	20C	23D	26D	30E	36E
141-145	22D	25D	29E	33E	38E
146-150	24E	27E	32E	36E	40E
—Maximum Results for Huge Attacks—					

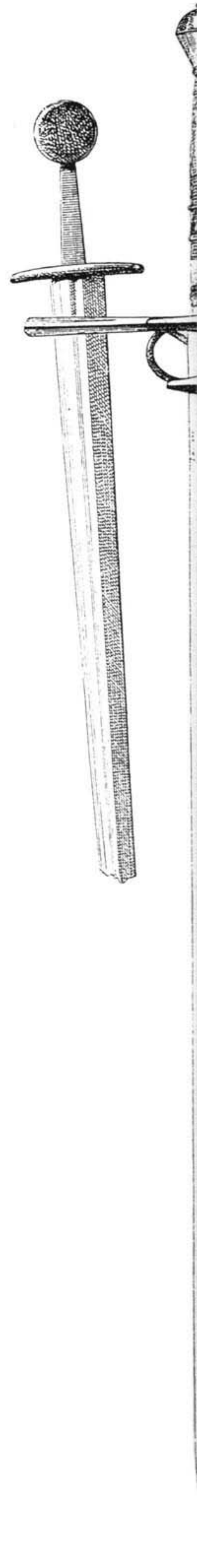
Critical:
T .... Critical roll is modified by -50
A .... Critical roll is modified by -20
B .... Critical roll is modified by -10
C .... Critical roll is modified by 0
D .... Critical roll is modified by +10
E .... Critical roll is modified by +20

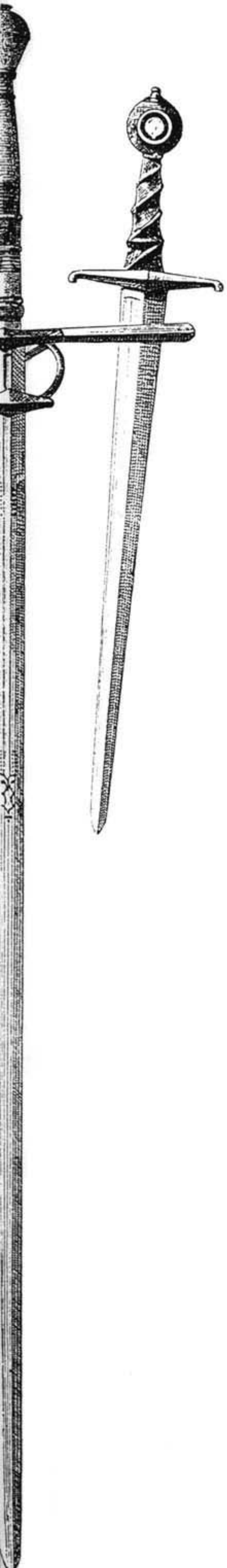
The type of critical is determined by the specific animal attack being used (see Table CST-2).

AT-6 — GRAPPLING & UNBALANCING ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-08	—Possible Fumble—				
03-55	0	0	0	0	0
56-60	1	0	0	0	0
61-65	1	0	0	0	1
66-70	2T	1	0	1	1
71-75	2A	2T	1	3	2
76-80	3A	3T	2	4T	4
81-85	3A	4A	4T	6T	5
—Maximum Results for Tiny Attacks—					
86-90	4A	4A	5T	7T	7T
91-95	4A	5A	6T	8A	8T
96-100	5B	6A	7A	9A	10T
101-105	5B	7A	8A	10A	11A
—Maximum Results for Small Attacks—					
106-110	6C	8B	10A	12B	14A
111-115	7C	9C	11B	13B	15A
116-120	8C	10C	12B	14C	16B
—Maximum Results for Medium Attacks—					
121-125	10D	11C	14B	16C	18B
126-130	11D	13D	16C	18C	20B
131-135	12D	15D	18C	20D	22C
—Maximum Results for Large Attacks—					
136-140	14E	19D	22C	26D	28C
141-145	16E	21E	25D	28D	30C
146-150	18E	23E	27E	30E	33D
—Maximum Results for Huge Attacks—					

Modifications: Attacker's OB – Defender's DB
+15 ..... Flank attack.
+20 ..... Rear attack (in addition to the flank bonus).
+20 ..... Defender surprised.
+20 ..... Defender stunned or down.
-30 ..... If attacker drawing or changing weapons.
-20 ..... If attacker has taken over half of his hits.
-10 ..... For each increment of 10' (over 10') that the attacker has moved.
-variable — The defender may use part of his OB to parry.





MT-1 — MOVING MANEUVER TABLE

Open-ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
Less Than (-150)	F	F	F	F	F	F	F	F	F
(-150) – (-101)	10	F	F	F	F	F	F	F	F
(-100) – (-51)	30	10	F	F	F	F	F	F	F
(-50) – (-26)	50	30	10	F	F	F	F	F	F
(-25) – 0	70	50	30	5	F	F	F	F	F
01 – 20	80	60	50	10	5	F	F	F	F
21 – 40	90	70	60	20	10	5	F	F	F
41 – 55	100	80	70	30	20	10	5	F	F
56 – 65	100	90	80	40	30	20	10	F	F
66 – 75	100	100	90	50	40	30	20	5	F
76 – 85	100	100	100	60	50	40	30	10	F
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	110	110	100	100	70	60
156 – 165	140	130	130	120	110	110	100	80	70
166 – 185	140	140	130	120	120	110	110	90	80
186 – 225	150	140	140	130	120	120	110	100	90
226 – 275	150	150	140	130	130	120	120	100	100
Greater Than 275	160	150	150	140	130	130	120	110	100

Results:

F – Failure, roll on Moving Maneuver Failure Table FT-4, p. 240.

– Depending upon the situation (GM's decision) a number result is:

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the moving maneuver was performed). A result over 100 indicates that the maneuver was accomplished and the character performing the maneuver may increase the distance covered by the maneuver by (# - 100) %, **or**

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished), **or**

(3) Reduces activity by 100 - # next round (e.g., a "70" result means that the maneuver has been accomplished, but the character has a -30 penalty to activity next round).

Modifications:

+ Movement & Maneuver bonus

+ any other appropriate skill/ability bonus

-50 .... if stunned

-70 .... if down

-30 .... if one limb out

Opportunity Action — Any action may be delayed by making the action an opportunity action. Once an action is delayed, no other action may take place until the opportunity action is resolved or canceled. However the opportunity action may be initiated at any time during the current round or a following round.

Note: *If a Gamemaster is using facing for the characters (see Section 9.0, p. 55), a change of facing may accompany movement, even if the movement is made in addition to another action.*

ST-II — ACTION TABLE

Action	Additional Information & Options
Prepare a Spell	May take 10' movement later.
Cast a Spell.	May take 20' movement later.
Missile Attack	May take 10' movement later.
Loading/Reloading	May take 10' movement later.
Missile Parry	Half of OB is subtracted from one missile attack. May later take half movement **or** later make a melee attack with half his OB.
Moving Maneuver	The maneuver may not cover a distance of over half that of the character's normal movement.
Melee Attack	May take 10' movement. May shift equipment, in which case OB is lowered by 30 for each item shifted (drawn, sheathed or unslung). Part of the OB may be used to parry one opponent's attack (a melee parry).
Movement	Movement is decreased by 10' for each item shifted.
Static Maneuver	No additional action allowed.

Cancel Action — Any action may be canceled before it is resolved. The character may then perform one of the following actions during the appropriate part of the round:

1) Melee with half normal Offensive Bonus.
2) Move half of his normal movement.
3) Make a maneuver modified by -30.

GENERAL	INTERACTION & INFLUENCE	DISARM TRAP & PICK LOCK	MT-2 — STATIC MANEUVER TABLE READ RUNE & USE ITEM	PERCEPTION & TRACK	
(includes any static action not covered on another column) **Blunder:** You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	**Blunder:** Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change occurs, any attempts by you to influence them will fail.	**Blunder:** If picking a lock, lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires someone other than you to successfully pick the lock). Any traps connected to it are set off. If disarming a trap, the trap is activated.	**Blunder:** Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells or abilities contained in the item.	**Blunder:** You not only fail to get any valid information, but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area.	**Less than -25**
Absolute Failure: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05–75 below).	**Absolute Failure:** Your audience rejects you; you lose confidence and your air of authority. Any influence attempts during the next hour will result in failure (see 05–75 below).	**Absolute Failure:** You develop a mental block on this lock/trap; any further attempts to pick/disarm it will fail. There is a 50% chance that the trap will activate (includes picking a lock with an attached trap).	**Absolute Failure:** You have a mental block on this rune/item and will fail on any further attempts to read/use it. There is a 50% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Absolute Failure:** Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05–75 below).	**-25 to 04**
Failure: You have failed. You may not try again the same static action in the same place for 1 day.	**Failure:** You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	**Failure:** You have no ideas on how to pick/disarm this lock/trap. After 24 hrs you may make a perception roll; if it succeeds you may make another pick/disarm attempt. There is a 20% chance that the trap will activate (includes picking a lock with an attached trap).	**Failure:** Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make make another read/use attempt. There is a 20% chance that the spell will be activated (includes attempting to use an item containing a spell).	**Failure:** You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.	**05 to 75**
Partial Success: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.	**Partial Success:** Your audience is still listening. You can continue to try to influence them.	**Partial Success:** You have figured out part of the lock/trap and have an intuitive feel for the rest. But, further effort at this time will be counterproductive. You can try again in 10 minutes.	**Partial Success:** You have an intuitive feel for the rune/item; you learn how many spells and abilities it contains and what they are. But, you can not yet read/use it. You may not make another attempt until 1 week has passed.	**Partial Success:** You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	**76 to 90**
Near Success: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	**Near Success:** Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	**Near Success:** You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	**Near Success:** You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 mod.	**Near Success:** You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.	**91 to 110**
Success: Your static action is successful.	**Success:** You have influenced your audience.	**Success:** The lock/trap is picked/disarmed. +50 on any future attempts to pick/disarm this lock/trap.	**Success:** Learn 1 spell/ability in the item/rune paper. You may use it when you hold the it (runes are only usable once). You learn the other spells or abilities, and may make more rolls to be able to use them.	**Success:** You gain all of the information on the topic that required the perception roll.	**111 to 175**
Absolute Success: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	**Absolute Success:** Not only did you influence your audience, but you receive a +50 bonus on influencing them until you cause them to lose confidence in you.	**Absolute Success:** In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	**Absolute Success:** You learn all of the spells and abilities in an item or on a piece of rune paper, and you may use them whenever you hold the item or rune paper (runes are only usable once).	**Absolute Success:** You are aware of everything in the area examined (includes information on topics other than the one requiring the perception roll). You get a +20 on perception rolls 10 minutes.	**Greater than 175**
Modifications: * Difficulty — +30 .... Routine +20 .... Easy +10 .... Light +0 .... Medium -10 .... Hard -20 .... Very Hard -30 .... Extremely Hard -50 .... Sheer Folly -70 .... Absurd	**Modifications:** Difficulty — see * under General. +50 – Audience is personally loyal or devoted to the character. +20 – Audience is under hire to the character. + Inflence Skill bonus. **See Note on page 242.**	**Modifications:** Difficulty — see * under General. + Skill bonus for Pick Lock **or** Disarm Trap.	**Modifications:** - (spell's lvl) -30 — If realm of spell is not the same as the character's. -10 — If the spell or ability is *not* known. +20 — If the spell or ability is known. +30 — If the character can cast the spell intrinsically. + Skill bonus for Read Rune **or** Use Item	**Modifications:** Difficulty — see * under General. +20 — If a player states that his character is looking for specific information. The number of rounds spent affects the difficulty. + Skill bonus for Perception **or** Track. **See Notes on page 242.**	**Maneuver Table MT-2**

CST-1 — WEAPONS STATISTICS TABLE

Weapon	Fumble Range	Primary Critical	Secondary Critical	Base Range †	Weight (lb.)	Special Modifications
1-Handed Edged (can be used with a shield):						
Broadsword	1-3	Slash	—	—	4	—
Dagger	1	Puncture(C)	—	15	1	-15 OB
Handaxe	1-4	Slash	—	15	5	+5 OB against chain & plate
Scimitar	1-4	Slash	—	—	4	-5 OB (chain/plate), +5 OB (other)
Short Sword	1-2	Slash	—	3	3	-10 OB (chain/plate), +10 OB (other)
1-Handed Concussion (can be used with a shield):						
Club	1-4	Crush(D)	—	2	5	-10 OB
Mace	1-2	Crush	—	5	5	—
Morning Star	1-8	Crush	Puncture(A)	—	5	+10 OB take 'B' critical if fumbled
Net	1-6	Grapple	—	10	3	+15 OB (chain/plate), -10 OB (other)
War Hammer	1-4	Crush	—	10	5	+5 OB
Whip	1-6	Grapple(C)	Slash(A)	—	3	-10 OB, can use from 2nd line
1-Handed Pole Arms (can be used with a shield **or** 2-Handed with +10 to OB):						
Javelin	1-4	Puncture	—	30	4	-10 OB, can use from 2nd line
Spear	1-5	Puncture	Slash(A)	20	5	-5 OB, can use from 2nd line
2-Handed Pole Arms (require both hands to use):						
Mounted Lance	1-7	Puncture	Unbalance	—	10	+15 OB, take 'B' crit if fumbled
Halbard	1-7	Slash	Puncture	—	7	-5 OB, can use from 2nd line
2-Handed Weapons (can not be used with a shield):						
Battle-axe	1-5	Slash	Crush	—	7	+5 OB (chain/plate), -5 (other)
Flail	1-8	Crush	Puncture	—	6	+10 OB, take 'C' critical if fumbled
Quarterstaff	1-3	Crush	—	—	4	-10 OB
2-Handed Sword	1-5	Slash	Crush	—	8	—
Missile Weapons (may not be used in melee):						
Bola	1-7	Grapple	Crush(A)	40	3	-5 OB, take 'B' critical if fumbled.
Composite Bow	1-4	Puncture	—	75*	3	Load(1), or Reload(0) at -25 to OB.
Crossbow	1-5	Puncture	—	90	8	Load(2), +20 OB at up to 50'.
Long Bow	1-5	Puncture	—	100*	3	Load(1), or Reload(0) at -35 to OB.
Short Bow	1-4	Puncture	—	60*	2	Load(1), or Reload(0) at -10 to OB.
Sling	1-6	Crush(D)	—	50*	0.5	Load(1), can use with a shield.

OB = Offensive Bonus

* – A character may not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

† – All non-Missile weapons with a range are treated as thrown weapons (for skill purposes) when used as missiles.

Fumble Range: If an unmodified attack roll is in this range, the attack fails and a roll must be made on the appropriate Fumble Table.

Primary Critical: The type of critical delivered by the weapon. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'B' is obtained, then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'C' secondary critical, a 'C' delivers an 'A', etc.). Each critical is rolled separately.

Base Range: The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25. Long range is between double the base range and triple the base range, and the OB modification is -50. Maximum range is between triple the base range and four times the base range, and the OB modification is -75. Missile weapons may not be used if the wielder is engaged in melee. The table below summarizes the various ranges.

Base Range	Short Range (+0 to OB)	Medium Range (-25 to OB)	Long Range (-50 to OB)	Maximum Range (-75 to OB)
2	1'-2'	3'-4'	5'-6'	7'-8'
3	1'-3'	4'-6'	7'-9'	10'-12'
5	1'-5'	6'-10'	11'-15'	16'-20'
10	1'-10'	11'-20'	21'-30'	31'-40'
15	1'-15'	16'-30'	31'-45'	46'-60'
20	1'-20'	21'-40'	41'-60'	61'-80'
30	1'-30'	31'-60'	61'-90'	91'-120'
40	1'-40'	41'-80'	81'-120'	121'-160'
50	1'-50'	51'-100'	101'-150'	151'-200'
60	1'-60'	61'-120'	121'-180'	181'-240'
75	1'-75'	76'-150'	151'-225'	226'-300'
90	1'-90'	91'-180'	181'-270'	271'-360'
100	1'-100'	101'-200'	201'-300'	301'-400'

CST-3 — SPELL STATISTICS TABLE

Spell	Primary Critical	Secondary Critical	Special Mods
Shock Bolt	Electricity	—	+10 OB (chain/plate)
Water Bolt	Impact	—	-10 OB (plate/rigid leather)
Ice Bolt	Impact	Cold	-5 OB (plate/rigid leather)
Fire Bolt	Heat	—	—
Lightning Bolt	Electricity	Impact	+10 OB (chain/plate)
Cold Ball	Cold	—	—
Fire Ball	Heat	—	—

OB = Offensive Bonus

Primary Critical: The type of critical delivered by the spell. A letter in parentheses indicates the maximum critical that can be obtained (if none is given, it is 'E'). Higher criticals are treated as the maximum.

Secondary Critical: If a critical higher than an 'B' is obtained, then a second critical of this type is delivered in addition to the primary critical. This secondary critical is two steps less severe than is indicated by the attack result (e.g., an 'E' result delivers a 'C' secondary critical, a 'C' delivers an 'A', etc.). Each critical is rolled separately.

AT-7 — BOLT SPELLS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-02	F	F	F	F	F
03-10	F	F	F	F	F
11-20	F	F	0	0	0
21-35	0	0	0	0	0
36-40	1	0	0	0	0
41-45	2	1	0	0	0
46-50	3	1	0	1	0
51-55	4	2	1	1	0
56-60	5	2	2	2	0
61-65	6	3	4	3	8A
66-70	7A	4	5	4A	10A
71-75	7A	5A	6	5A	11B
76-80	8A	6A	7A	6B	12B
81-85	8A	7A	8A	7B	13B
86-90	9A	8A	9B	8B	14B
—Maximum Results for Shock Bolts—					
91-95	9A	9B	10B	10B	15C
96-100	10A	10B	11B	12C	16C
101-105	10B	11B	12C	14C	18C
106-110	11B	12C	13C	16C	20C
—Maximum Results for Water Bolts—					
111-115	12B	13C	14C	18C	22D
116-120	12C	14C	15C	20D	24D
121-125	13C	15C	16D	22D	26E
126-130	14C	16D	17D	24E	28E
—Maximum Results for Ice Bolts—					
131-135	15C	17D	18E	26E	30E
136-140	16D	18D	19E	28E	32E
141-145	17D	20E	20E	30E	34E
146-150	18E	22E	22E	31E	36E
—Maximum Results for Fire & Lightning Bolts—					

Note: An 'F' requires a spell failure roll (see Table FT-3, p. 240).

UM = Unmodified roll.

Range Modifications: +35.........0'-10' | 0.........11'--50' | -20.........51'-100' | -40.........101'-200' | -55.........201'-300' | -75.........301' and up

Attacker Modifications: + Attacker's Directed Spells OB
- +20.........If caster spent 4 rounds preparing spell.
- +10.........If caster spent 3 rounds preparing spell.
- +0.........If caster spent 2 rounds preparing spell.
- -15.........If caster spent 1 round preparing spell.
- -30.........If caster spent 0 rounds preparing spell.

Target Modifications: - Agility bonus
- -10 to -60 ..... if target takes cover (maneuver roll and GM decision).
- -20 ..... if target has shield that is facing attack.

Miscellaneous Modifications:
(GM decision or special item, spell or ability).

AT-8 — BALL SPELLS ATTACK TABLE

Roll	Plate	Chain	Rigid Leather	Soft Leather	None
UM 01-04	F	F	F	F	F
05-08	F	F	F	F	F
09-12	0	0	0	0	1
13-16	0	0	0	0	2
17-20	1	0	0	0	3
21-24	2	1	0	0	4
25-28	3	2	1	0	5A
29-32	4	3	2	0	6A
33-36	5A	4	3	1	7A
37-40	6A	5A	4	2	8A
41-44	7A	6A	5A	3	9A
45-48	8A	7A	6A	4	10B
49-52	9A	8A	7A	5	11B
53-56	10B	9A	8A	6A	12B
57-60	11B	10B	9A	7A	13B
61-64	12B	11B	10B	8A	14B
65-68	12B	11B	10B	9A	15C
69-72	13B	12B	11B	10A	16C
73-76	13C	12B	11B	10A	17C
77-80	14C	13C	12B	11B	18C
81-84	14C	13C	12C	11B	19C
85-88	15C	14C	13C	12B	20C
89-92	15C	14C	13C	12B	21C
93-96	16C	15C	14C	13C	22C
UM 97-99	19D	18D	17D	16D	28D
UM 100	22E	21E	20E	19E	34E

Note: An 'F' indicates spell failure and requires a spell failure roll (see Table FT-3).

UM = Unmodified roll.

Range Modifications: +35.........0'-10' | 0.........11'--50' | -20.........51'-100' | -40.........101'-200' | -55.........201'-300' | -75.........301' and up

Attacker Modifications:
- + Attacker's Base Spell OB
- +20.........if target is at the center point that the caster chooses for spell effect.
- +20.........If caster spent 4 rounds preparing spell.
- +10.........If caster spent 3 rounds preparing spell.
- +0.........If caster spent 2 rounds preparing spell.
- -15.........If caster spent 1 round preparing spell.
- -30.........If caster spent 0 rounds preparing spell.

Target Modifications:
- AG bonus, if aware that the spell is about to take effect.

or

-10 to -80 ... if target takes cover (maneuver roll and GM decision).

Miscellaneous Modifications:
(GM decision or special item, spell or ability).

	FT-1 – Hand Arms Fumble Table	FT-2 – Missile Weapons Fumble Table	FT-3 – Spell Failure Table	FT-4 – Moving Maneuver Failure Table
-49 – 05	Lose your grip. No further activity this round.	Lose your grip. No further activity this round.	Lose concentration due to strain. Spell lost, but not power points.	You hesitate and fail to act.
06 – 20	You slip. If your weapon is 1-handed and non-magic, it breaks.	One's ten thumbs just cannot handle loading. Lose this round.	Second thoughts. No spell may be cast or prepared next round.	You have second thoughts and decide to wait one round.
21 – 35	Bad follow-through. You lose your opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 to activity next round.	Indecision due to mild mental lapse. Spell delayed one round.	You slip. 30% chance of falling. -20 from maneuvers for 2 rounds.
36 – 50	Drop your weapon. It will take 1 round to draw a new one or 2 rounds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 activity for 3 rounds of action.	Serious mental lapse. Spell lost, but not power points. -30 to activity for 3 rounds.	You stumble. 45% chance of falling. -30 from any maneuvers for 2 rounds.
51 – 65	You lose your wind and realize that you should try to relax. -40 to activity for 2 rounds.	Drop ammunition. Stunned this round and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 round.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66 – 79	You stumble. The classless display leaves you stunned for 2 rounds. With luck, you might still survive.	You really mishandle your weapon. Stunned 2 rounds.	Subconscious fear. Spell lost along with power points. Stunned 2 rounds.	You slip. 75% chance of falling. Stunned 2 rounds.
80	Incredibly inept move. Roll a 'B' crush crit on yourself. If opponent is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If not using a crossbow, you let arrow fly, lose an ear and take 2 hits per round.	Spell internalized. +15 hits. Knocked down. Stunned 1 hour. +1 CP.*	You twist your ankle. +5 hits. -10 to activity.
81 – 86	Bite and swallow tongue in the excitement. Stunned 2 rounds.	Bowstring breaks. 2 rnds to draw a weapon or 6 rnds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rounds.	You fall down. +3 hits. -20 to activity for 3 rounds.
87 – 89	Lose your grip on your weapon and reality. Stunned 3 rounds.	Fumble ammunition when loading. You scatter all of your ammunition over a 10' radius area.	Internalization overloads senses. +20 hits. Blinded and deaf for 10 minutes. +1 CP.*	You sprain your ankle and tear some tendons. +7 hits. -20 to activity. Stunned 1 round.
90	Poor execution. You attempt to maim yourself as your weapon breaks. You take a 'C' slash crit.	Weapon shatters. You are stunned for 4 rounds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours. +3 CP.*	Fall breaks your leg. +8 hits. -30 to activity. Stunned 3 rounds.
91 – 96	Unbelievable mishandling of your weapon. A friendly combatant near you takes a 'B' crush critical.	You let your arrow fly too soon. You strike 20' short of target. You are at -30 activity for 3 rnds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds. +1 CP.*	You break your wrist when you fall. +12 hits. -20 to activity. Stunned 2 rounds.
97 – 99	Stumble over an unseen, imaginary, deceased turtle. You are very confused. Stunned 3 rounds.	You seem to think that your bow is a baton. It slips. Trying to grab it, you knock it 5' in front of you.	Target's Essence causes spell to backfire. Reverse roles of target and caster in spell effects. +2 CP.*	Your arm breaks when you land on it. +14 hits. -30 to activity. Stunned 4 rounds.
100	Worst move seen in ages. -60 to activity from a pulled groin. Foe is stunned 2 rounds laughing.	Ammunition slips as you fire. The missile goes through your hand; its useless. +8 hits. 2 hits per round.	Identity crisis. Lose spell casting capabilities for 2 weeks. +5 CP.*	Attempting to break a fall you break your arms. They are useless. +30 hits. Stunned 6 rounds.
101 – 106	You fall in an attempt to commit suicide. Stunned 3 rounds. If using a pole-arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rounds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rounds. +4 CP.*	When you fall, your leg twists under you and breaks. +15 hits. -50 to activity. Stunned 3 rounds.
107 – 109	You break your weapon through ineptness. Stunned 4 rounds.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rounds.	Internalize spell. Lose spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours. +8 CP.*	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to activity. Stunned 4 rounds.
110	You stumble, driving your weapon into the ground. Stunned 5 rounds. If mounted: you pole vault 30', take a 'C' crush crit upon landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an 'A' puncture crit.	Strain causes severe stroke. Paralyzed from the waist down. +15 CP.*	You fall. The resulting concussion causes a year-long coma.
111 – 116	Your mount rears suddenly. Stunned 3 rounds recovering.	Trigger slips while you are bringing up your weapon. Make an attack with no modifications on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rounds. +6 CP.*	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117 – 119	You do not coordinate your movement with your mount's. -90 to activity for next 3 rounds trying to stay mounted.	While daydreaming you put your hand in front of the quarrel while firing. Lose a finger. +4 hits. 2 hits per round.	Spell strays and travels to a point 20 feet left of target. Anyone in line takes an unmodified attack. Stunned 3 rounds. +10 CP.*	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a 'D' crush crit on yourself.	You slip and pin your foot to the ground with a quarrel. +10 hits. 2 hits per round. -30 to activity. Stunned 3 rounds.	Mental Collapse. Spell is cast in direction opposite to the intended line. Lose all spell casting ability for 3 months. +20 CP.*	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 .... 1H Concussion Weapon -10 .... 1H Slashing Weapon +0 .... 2-Handed Weapons +10 .... Pole Arms +20 .... Mounted Weapon	**Modifications:** -20 .... Sling -10 .... Short Bow +0 .... Composite Bow +10 .... Long Bow +20 .... Crossbow	**Modifications:** -20 .... Class 'I' Spell -10 .... Class 'U' Spell +0 .... Class 'P' Spell +10 .... Class 'E', 'F' Spell +20 .... Class 'DE', 'BE' Spell * – *Corruption Points, Section 15.4, p. 71.*	**Modifications:** -50 .. Routine +5 .. Very Hard -35 .. Easy +10 .. Extremely Hard -20 .. Light +15 .. Sheer Folly -10 .. Medium +20 .. Absurd +0 .. Hard

	CT-1 – CRUSH CRITICAL TABLE	CT-2 – SLASH CRITICAL TABLE	CT-3 – PUNCTURE CRITICAL TABLE	CT-4 – UNBALANCING CRITICAL TABLE
-49 – 05	Weak grip. No extra damage. +0 hits.	Weak strike yields no extra damage. +0 hits.	Glancing blow. No extra damage.	Fairly weak. +0 hits. Zip.
06 – 20	Minor fracture of ribs. +5 hits. -5 to activity.	Minor calf wound. 1 hit per round	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rounds.
21 – 35	Blow to side. +4 hits. -40 to activity for 1 round.	Blow to upper leg. +5 hits. If no leg armor: +3 hits & 2 hits/rnd.	Thigh strike, +3 hits. If no leg armor: 3 hits per round.	Leg strike. +4 hits. If no leg armor: stunned 1 round.
36 – 50	Blow to forearm. +5 hits. If no arm armor, stunned 1 round.	Minor chest wound. +3 hits. 1 hit per round. -5 to activity.	Minor forearm wound. +2 hits. If no arm armor: stunned 1 round.	Chest strike. Knocked back 3 feet. +5 hits. -10 to activity for 2 rnds.
51 – 65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per round. Stunned 1 round.	Strike along side of chest. 1 hit per round. Stunned 1 round.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rounds.
66 – 79	Blow breaks bone in leg. +12 hits. -40 to activity. Stunned 2 rounds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rounds.	Strike to lower leg. Tendons torn. +3 hits. -25 to activity. Stunned 1 round.	Elbow strike. Forearm numbed. +8 hits. Drop weapon. -10 to activity for 10 rounds.
80	Strike to forehead. +30 hits. One eye destroyed. Stunned 24 rnds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck. Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendon torn and joint shattered. Leg useless. -80 to activity.
81 – 86	Blow to weapon arm. +8 hits. Stunned 2 rounds. If no arm armor: tendon damaged, arm broken and useless.	Slash weapon arm. +10 hits. 1 hit per round. If no arm armor: muscle and tendon damage, arm useless.	Strike to weapon arm. +10 hits. If no arm armor: bone broken, stunned 3 rounds.	Shot to side. Knocked 5 feet sideways. Drop anything carried in hands. Stunned 3 rounds.
87 – 89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rounds.	Destroys one eye. +10 hits. Stunned for 30 rounds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rounds.	Side strike. Stumble ungracefully to an embarrassing prone position. Stunned 6 rounds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe quite stunned.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rounds.	Strike through both lungs. Drops and passes out. Dies in 6 rounds.	Back strike. Knocked flying 10' onto face. Severe nerve damage. Paralyzed from waist down.
91 – 96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10' and stunned 6 rounds. If no helm: unconscious for 24 hours.
97 – 99	Blast to chest sends rib cage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down, permanently.	Totally awesome strike. Knocked to knees. If using 1 hand weapon: it is thrown backwards 10 feet. Stunned 15 rounds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, unconscious and dies in 3 rounds due to massive internal organ damage.	Strike through eye. Dies instantly. A real eye full.	Upper chest strike. Knocked 10' sideways. Fall down, break both arms. A 2 month coma results.
101 – 106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rounds.	Major abdominal wound. +10 hits. 8 hits per round. -10 to activity. Stunned for 4 rounds.	Major abdominal wound. +10 hits. 6 hits per round. -20 to activity. Stunned 4 rounds.	Blow breaks leg. +12 hits. -50 to activity. Stunned 1 round.
107 – 109	Neck strike crushes throat. Cannot breath and stunned for 12 rounds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and unconscious. Dies from internal bleeding and shock in 6 rounds.	Strike to head. Knocked 10' back. +9 hits. Stunned 6 rounds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rounds. Active the following 4 rounds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rounds.	Shot through heart. Reels 10 feet to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rounds.	Savage blow to head. Knocked down. Dies in 12 rounds due to severed vein.
111 – 116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rounds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rounds.	Strike through leg. Artery severed. Down and unconscious. 12 hits per round.	Great side shot. Knocked down and sideways 5'. Lower leg broken. Stunned 7 rounds. -40 to activity.
117 – 119	Blow to side crushes chest cavity. Drops and dies in 3 rounds.	Sever spine. Collapses immediately. Paralyzed from the neck down permanently. +20 hits.	Strike through kidneys. +9 hits. Knocked down and dies after 6 rounds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rounds. -20 to activity. If no shield: unconscious and upper arm shattered
120	Blast to chest area. Destroys heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain. Life is hard for the unfortunate fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Knocked back 20 feet. Dies instantly. Not nice.
	Modifications: -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike	**Modifications:** -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike	**Modifications:** -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike	**Modifications:** -50 .... 'T' critical strike -20 .... 'A' critical strike -10 .... 'B' critical strike +0 .... 'C' critical strike +10 .... 'D' critical strike +20 .... 'E' critical strike

	CT-6 – HEAT CRITICAL TABLE	CT-7 – COLD CRITICAL TABLE	CT-8 – ELECTRICITY CRITICAL TABLE	CT-9 – IMPACT CRITICAL TABLE
-49 – 05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06 – 20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: +6 hits and stunned 1 rnd.	Light charge. +3 hits. If metal armor: stunned 1 rounds.	Grazing shot. +5 hits.
21 – 35	Minor burns. +8 hits. 1 hit per round.	Frosty "burn." +7 hits. 1 hit per round	Explosion of light. Stunned 1 round.	Staggered by strike to side. +10 hits. Stunned 1 round.
36 – 50	Blinded by hot smoke. +12 hits. Stunned 1 round.	Mild frostbite. +5 hits. 2 hits per round and -10 to activity.	Medium charge. +6 hits. -5 to activity. If metal armor: stunned 2 rounds.	Strike to shoulder. Spun about. Reel backwards 10 feet. +12 hits. If no armor: stunned 2 rounds.
51 – 65	Clothing catches on fire. Takes 2 rnds to extinguish. +12 hits. 8 hits per rnd afire. Stunned 1 rnd.	Back strike. +9 hits. 2 hits/rnd. Stunned 2 rnds. Wood exposed on back is useless and brittle.	Heavy charge. +9 hits. -10 to activity. Stunned 1 round. If metal armor: stunned 3 rounds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rounds.
66 – 79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. +10 hits.	Strong, but low, blast. Stunned 1 round. Any foot covering destroyed. If no foot covering: frostbite, -30 to activity.	Strike to shield arm. +12 hits. -20 to activity. If metal armor and no shield: knocked out for 1 day.	Blast to shield arm. +10 hits. Shield or arm armor destroyed. If none: arm broken and useless, stunned 3 rounds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per round. If no helm: a 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rounds.
81 – 86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per round. Stunned 1 round.	Strike to leg. Knocked down. Stunned for 3 rounds. If no leg armor: frostbite, lower leg useless and -40 to activity.	Strike to weapon arm. 2 hits per round. If no leather arm armor: muscle and cartilage mangled, arm useless, stunned 6 rounds.	Blow to upper leg. Muscles torn. +15 hits. -10 to activity. If no leg armor: -20 to activity and stunned 3 rounds.
87 – 89	Strike to head. Blinded for 6 rounds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rounds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rounds before dying.	Blast to collar area. +12 hits. Stunned 5 rounds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rounds. Skull and brain are brittle and lifeless.	Head strike. If leather helm: it is destroyed, 2 week coma results. If not: dies instantly as brain is fried.	Neck strike. +20 hits. Paralyzed from the shoulders down. A melancholy mood falls on victim.
91 – 96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rounds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per round. -30 to activity. Stunned for 4 rounds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to activity. Stunned 9 rounds.
97 – 99	Upper leg burn. Use of leg lost due to tissue destruction. 2 hits per round. -60 to activity. Stunned for 6 rounds.	Side strike freezes and shatters pelvis. Dies in 12 rounds due to shock and nerve damage.	Electrifying experience. Brain falls victim to massive shock and surface burns. Passes out and dies in 6 rounds.	Strike abdomen. +18 hits. Stunned 12 rounds. If no abdomen armor: dies in 6 rounds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin with clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Nervous system acts as a superconductor. Instant death provides all with a fine light show.	Blast to head fractures skull. A 3 week coma results. If no helm: dies immediately.
101 – 106	Blast to leg. 2 hits/round. -20 to activity. If no leg armor: massive tissue damage, -70 to activity.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per round. Stunned for 5 rounds.	Strike to face. Loses nose. Stunned 8 rounds. Blinded for 2 weeks. If no helm: knocked down as well.	Blow to jaw. Jaw broken. Cannot speak or eat solid food until healed. +15 hits. Stunned 7 rnds.
107 – 109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rnds due to massive shock and brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rounds of shock and suffocation.	Strike destroys heart, lungs. If metal chest armor: it is fused, dies in 6 rnds. If not: dies instantly.	Blow to side. Bone is driven into kidneys. Dies in 6 rounds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rounds.	Head is no longer available for use. Smoke and ozone surround the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111 – 116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rounds. If no chest armor: knocked down, 6 hits per round.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rounds due to a cold, cold heart.	Abdomen strike. Stunned 7 rounds. 6 hits per round. If no armor over abdomen: dies of shock and bleeding in 12 rounds.	Spun by blow. Knocked down. Breaks both arms. -60 to activity. Stunned 3 rounds.
117 – 119	Fire engulfs body. All organic material on body destroyed. Dies of shock and nerve damage in 6 rnds. +25 hits.	Frozen into a lifeless statue—well preserved, but quite dead.	Chest strike destroys both lungs. Cut in half. Charge extends 10 feet giving an 'A' critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Direct hit, fine punch.
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the ground.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.

Modifications:
-50 ...... 'T' critical; -20 ...... 'A' critical; -10 ...... 'B' critical; +0 ...... 'C' critical; +10 ...... 'D' critical; +20 ...... 'E' critical

	CT-5 – GRAPPLING CRITICAL TABLE	CT-10 – PHYSICAL CRITICALS FOR LARGE CREATURES TABLE	CT-11 – SPELL CRITICALS FOR LARGE CREATURES TABLE
-49 – 05	An opportunity lost.	+10 hits. 20% chance a normal weapon breaks, 1% for a magic weapon.	Size of creature awes you. +0 hits.
06 – 20	Passing strike. +2 hits.	+6 hits.	+5 hits.
21 – 35	Attack fended off. +3 hits. If arm armor: stunned 1 round.	+12 hits.	+8 hits.
36 – 50	Leg attack. Spun about, but breaks loose. If leg armor, stunned 1 round.	+18 hits.	+10 hits.
51 – 65	Shield arm entangled. If shield: -50 to activity until it is dropped. If no shield: -50 to activity.	Staggered by strong blast. +20 hits. -10 to activity. Stunned 2 rounds.	+12 hits.
66 – 79	Weapon arm grasped. Disarmed and wrist sprained. Stunned 2 rounds. -25 to activity.	Fine leg strike. +18 hits. 5 hits per round. -20 to activity. Stunned 3 rounds.	+15 hits.
80	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular vein. +15 hits. Dies in 6 rounds, but may act at -60 to activity until then.	Unbalanced by blast. +15 hits. Stunned 2 round.
81 – 86	Weapon arm grappled. Ligaments torn and muscle pulled. Disarmed and stunned for 3 rounds. -40 to activity.	Hard blow. +25 hits. 3 hits per round due to light wound. -10 to activity. Stunned 2 rounds.	Staggered by strong blast. +20 hits. Stunned 1 round.
87 – 89	Completely entangled and immobilized. Knocked down, but still conscious. No activity.	Strike severs an artery in leg. May act at -30 to activity for 4 rounds, then drops and dies after 6 more rounds.	Strike to leg. +15 hits. -20 to activity. Stunned 2 rounds.
90	Vicious hold around neck. Knocked out. Sprained neck: -60 to activity.	Sever a vein in forelimb. +20 hits. Stunned for 6 rounds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91 – 96	Head grappled. Stunned 9 rounds. If no helm: a coma (1-10 days) results due to a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to activity. Stunned 1 round.
97 – 99	Both arms entangled and pinned to chest. Arms may not be moved until entanglement removed. -75 to activity.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. + 25 hits. -20 to activity due to broken ribs. Stunned 3 rounds.
100	Neck grappled. If neck armor: -60 to activity due to neck sprain and stunned 3 rounds. If not: dies from broken neck.	Heart strike. Dies immediately. Weapon stuck and trapped under body. Chance that weapon broken is 60% - weapon bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rounds, but is fully active until then.
101 – 106	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to activity.	Shatter shoulder in weapon arm. +15 hits. Stunned 3 rounds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rounds.
107 – 109	Legs entangled and completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rounds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rounds due to nerve damage, but is fully active until then.
110	Neck grappled. If neck armor: disarmed and stunned 5 rounds. If not: dies in 6 rounds.	Strike through cheek. Dies immediately. Unfortunately, the weapon is stuck in the bone for 2 rounds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rounds.
111 – 116	Foot entangled. Stumble, fall, break weapon on impact, and stunned 2 rounds. If no chest armor: take a 'D' crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A 1 month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to activity.
117 – 119	Both legs wrapped up. Tumbles to ground and knocked out. -80 to activity due to a broken arm and a broken ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rounds.	Strike to body destroys a variety of organs. Dies in 3 rounds, but the ignorant brute is fully active until then.
120	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The unfortunate lummox dies instantly, and any ear wax is removed.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rounds.
	Modifications: -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike	**Modifications:** -20 ....Normal Weapon **or** Tooth & Claw Attack -10 ....Magic Weapon +0 ....Mithril Weapon +10 ....Holy Weapon +20 ....Slaying Weapon -10 ....Against Huge Creatures	**Modifications:** -50 ....'T' critical strike -20 ....'A' critical strike -10 ....'B' critical strike +0 ....'C' critical strike +10 ....'D' critical strike +20 ....'E' critical strike

AT-9 — BASE SPELLS ATTACK TABLE

(result is applied to a RR made on Table RRT)

Roll	Plate & Chain	Leather	No Armor	Roll
UM 01-02	F	F	F	01-02 UM
03-04	F	F	F	03-04
05-08	F	F	+70	05-08
09-12	F	F	+65	09-12
13-16	F	+45	+60	13-16
17-20	+45	+40	+50	17-20
21-24	+40	+35	+45	21-24
25-28	+35	+30	+35	25-28
29-32	+30	+25	+30	29-32
33-36	+25	+20	+20	33-36
37-40	+20	+15	+15	37-40
41-44	+15	+10	+5	41-44
45-48	+10	+5	0	45-48
49-52	+5	0	0	49-52
53-56	0	0	-5	53-56
57-60	0	-5	-10	57-60
61-64	-5	-5	-15	61-64
65-68	-5	-10	-20	65-68
69-72	-10	-15	-25	69-72
73-76	-25	-20	-30	73-76
77-80	-30	-25	-35	77-80
81-84	-35	-30	-40	81-84
85-88	-40	-35	-45	85-88
89-92	-45	-40	-50	89-92
93-96	-50	-45	-55	93-96
UM 97-99	-65	-65	-65	97-99 UM
UM 100	-90	-90	-90	100 UM

Note: The number results from this table are modifications for a Resistance Roll that must be made by the target (see Table RRT). An F indicates spell failure and requires a spell failure roll (see Table FT-3, p. 240).

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate or chain, modify the attack roll by -10.

Range Modifications:

- +30 .... Touching
- +10 .... 0'–10'
- 0 .... 11'–50'
- -10 .... 51'–100'
- -20 .... 101'–300'
- -30 .... 300' and up

Attacker Modifications: + Attacker's Base Spells OB

- +20 .... If caster spent 4 rounds preparing spell.
- +10 .... If caster spent 3 rounds preparing spell.
- +0 .... If caster spent 2 rounds preparing spell.
- -15 .... If caster spent 1 round preparing spell.
- -30 .... If caster spent 0 rounds preparing spell.

Target Modifications:

- -10 to -30 .... if target takes cover (maneuver roll and GM decision).
- +10 .... if target is static (i.e., not moving at all).

Miscellaneous: (GM decision or special item, spell or ability).

RRT — RESISTANCE ROLL TABLE

Target Level	Attack Level * 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
0	55	60	65	70	75	78	81	84	87	90	92	94	96	98	100	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54	
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52	
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1				5					10					15	

Note: All Resistance Rolls are open-ended. To resist, the target's RR must be greater than or equal to the number given above.

* — For spells, the attack level is the caster's level.

** — For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

Modifications to the Resistance Roll: + Target's appropriate RR bonus

- -90 to +70 .... Modification resulting from the base attack roll.
- -50 .... Willing target.

Miscellaneous: (GM decision or special item, spell or ability).

ST-10 — ENCOUNTER TABLE

Encounter Roll	Dense	Moderate	Light	Sparse	Waste
	Population Density				
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Roll" is the difference between the GM's *Activity Roll* and the traveling group's *Avoidance Roll* (see Section 14.2, p. 66-68).

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) means that there is an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t = trap or ambush or surprise attack
a = attacking group
h = hostile group
e = basic encounter
s = sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Roll (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly. Specific Middle-earth sourcebooks and modules will often give Special Encounter Tables keyed to specific regions and locales.

Modifications to the Activity Roll:

Terrain Moving In:
+30 ..... Road
+20 ..... Open
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-40 ..... Mountainous

Activity of Inhabitants:
+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see Section 14.2, p. 68)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:
-50 ..... Traveling at night *
-10 ..... Perception
variable ..... spells used to detect groups

Modifications to the Avoidance Roll:

Group Size: **
-50 ..... one
-20 ..... two
+0 3-4
+10 5-7
+20 8-10
+50 11-20
+75 21-50
+100 ..... 51+

Travel Mode:
-50 ..... Sneaking
-20 ..... Careful walk
+0 ..... Normal walk
+10 ..... Jog/walk
+20 ..... Slow ride
+40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:
-30 ..... if actively searching for something
variable ..... spell used by the group
+20 ..... if in camp and traveled 12 hours
+40 ..... if in camp and traveled 16 hours

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

** – Rangers, Elves and Hobbits count 1/2.